MoviejayLP v.2.0
User’s manual

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Overview

A powerful and flexible software able to self-manage your TV station: from live assist to full automation once you have scheduled playlists. All your video clips digitally stored on hard disk, without tapes or cassettes, or DVD players skipping because of scratched disks. And, no controller or dedicated machines, no custom hardware components, just a software solution as easy to use as your PC, with an excellent price/quality ratio!

Moviejay runs on the widely known Windows XP operating system and uses the familiar operating environment of a standard PC: a simple and user-friendly interface perfectly suitable also for non-trained staff.

Tested and constantly improved in cooperation with real-life broadcasters, Moviejay is the key solution for your broadcasting environment, where computers become the heart of a TV station: clips, programmes, commercials, pre-recorded shows, grabbed from DVDs or recorded from an external source, all compressed up tenths of the original size thanks to Mpeg video formats and digitally stored on Hard Disks.

Moviejay Main features:

- Live assist or long-term unmanned full-automation.
- Powerful preview window allowing easy setting of fade markers into any video clip with 1/10sec precision.
- Works on a standalone PC. No need to install video servers and separate storage servers: save money on the hardware without missing the possibility of future upgrades.
- Works with broadcast grade MPEG2 hardware decoders for maximum quality and reliability or uncompressed playout cards allowing seamless back-to-back, multiformat playout on MPEG1, MPEG2, MPEG4, DivX, Xvid, DV, VOB, AVC/H264, WMV (Windows Media Video) and more.
- Carefully engineered on building blocks, so you may purchase just the needed channels and features and save money on your initial purchase.
- Integrated clip palette: instant fire of graphic video overlays
- Unlimited playlists scheduling, featuring auto firing by day and time and forced event support.
- Scheduling of video overlays for any event in the playlist.

Moviejay on-air module and related scheduling/setup features are included in the same application for maximum easy of use. Of course, thanks to Windows built-in networking features, sharing computers resources in the network, access and modify information stored in the on air PC working from the production studio PC or from the Internet. Scheduling commercial breaks or transfer audio tracks from the production workstation to the on air studio is simple and fast as a few mouse clicks!

To be continued with more exciting features… stay tuned!!!

Quickstart

Here is a short summary of basic operations for speeding up Moviejay initial setup. For further details we strongly suggest you to carefully read the user's manual!

If you wish to use Moviejay in a networked environment, the Windows network should already have been correctly setup and running, and the hard disks on the on air PC (the boot one and those with video clips) should be shared for network read/write.

Installing your customized USB dongle: Before you insert the USB dongle, run the SmartKeyDriversInstaller.exe found in the "\drivers\smartkey3" folder into the setup CD. Then, insert the USB dongle in one of the available USB ports. The dongle is automatically recognized and installed.

Installing MoviejayLP

1. Insert the installation CD in your CD-ROM drive.
2. Double click on the setup.exe file in the "moviejayLP" folder to start setup.
3. Follow the on-screen guided instructions which will guide you for the rest of the setup procedure.
4. Copy the wjlogo.bmp file from the main folder of your installation CD to MoviejayLP installation folder (usually c:\program files\moviejayLP if you choose the default one). This file is your station logo which is needed for software customization.
5. Click "Start", "MoviejayLP", "MoviejayLP" to start the on-air module, which should start without any problems, then click on "Edit1", click on the "Setup" button and proceed to perform initial system setup and configuring your video playout card, etc.

Once you're done with setup and initial testing, we strongly suggest you to fine tune your system setup for best performance:

- Disable screen savers and power saving modes: from the Windows desktop, click the mouse right button, select "properties", click on "screen saver" tab, and from the drop-down menu select "none". In the "Screen power saving setup" section, click on "setting" and from the drop down menus "turn down monitor" and "disable hard disks" select "Never".
- Add MoviejayLP to Windows autostart group, so the software will automatically restart after a power failure.
- In your PC BIOS setup screen, set the "AC Power Loss Restart" (o similar) feature such as your PC turns on again automatically after a power failure.

Chapter 1: the “on air” window

This is MoviejayLP main window: from here you recall clips, programmes and playlists, read every detail about the current playlist, clip currently playing on the air, and following clips in the play queue. That’s why it is shown on program startup and for the most part of program execution. From top to bottom we find:

- An upper display, which shows elapsed and remain time for the clip currently playing on the air, plus various details.
- A group of 5 boxes, each one corresponding to an the item in the play queue, with its own Play, Select and preview buttons.
- A bottom display, which shows current date and time, auto fire time of next playlist and next forced event, and on the right, your station logo.

Detailed description

- **Auto Seq indication (upper display)**

Shows the clips' sequencing mode which can be switched with the Auto Seq button or automatically when you start playing a video clip. For further details, please see below the section about the Auto Seq button.

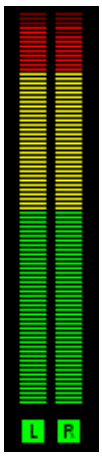
- **Automation indication (upper display)**

Shows the on air mode (i.e. how cips are loaded in the play queue), which is automatically changed when a playlist is loaded or unloaded. In "live" mode you must manually load clips in the play queue, while in automation mode (i.e. when a playlist has been loaded) tracks are added automatically without the need of an operator, for a fully unmanned operation.

- **Time display (upper display)**

Shows remaining time to the end of the clip currently on the air. The display takes into account the user-set Fade-Out marker for the current track (if any), otherwise, the countdown is done on the total track length. On the bottom is shown the track's elapsed time from beginning of the clip.

- **Audio VU-meters**



The VU-meter shows in real-time the overall output audio level. Signal is represented as peak level in dBs, where the 0 dB is the absolute maximum before a clipping occurs. The VU-meter also includes a peak-hold feature: the peak level segments are temporarily left visible before resetting themselves. The left and right bars show the left and right channel levels respectively (if the clip has been recorded in stereo mode, of course!).

- **On air track Play/Stop button**

Stops/restarts the clip currently on air (upper box). This turns useful if you want to stop a clip which started accidentally, and restart it later on.

- **Clip palette button**

Shows the clip palette window, from which you can overlay logos on the clip currently playing on the air.

- **Auto Seq button**

Switches clips' sequencing mode between Auto Seq and manual: this is shown in the upper display, on the left of the time display. In "Auto Seq" mode clips in the play queue will started automatically one after another, while in manual mode MoviejayLP plays the current clip, then stops and keeps waiting until you press the corresponding Play button. MoviejayLP automatically switches to Auto Seq mode when you start a clip, to avoid unpleasant oversights.

- **Boxes On Air/1/2/3/4/5**

This is a group of 6 boxes, each one corresponding to the on air clip and one of the next 5 tracks in the play queue. On the left it is shown title and clip type (programme, playlist, etc.).In the middle of the box an icon corresponding to each clip.

By performing a simple drag-and-drop you may easily move a box to another position.

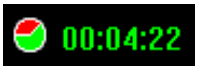
Meaning of the Sequencing mode icon:

Normal sequence, force mode disabled: the item will be fired when the previous one in the playlist ends. Of course, should the playlist accumulates delay, the scheduled time for the item will be delayed as well.

Forced mode: when the scheduled time for the item will be reached, all previous items in the playlist (if any) will be skipped, the clip on the air now will be faded out and this one will be played on the air immediately. This way, should the playlist accumulates delay, the scheduled time for the item will be fully observed.

In the same box, symbols on the right mean:

This is the expected start time of the related item, according to any possible delay accumulated comparing to the schedule.



This is the item length, which is calculated as difference between fade-out and fade-in markers.

- **Play buttons 1/2/3/4/5**

Start playing the track shown in the corresponding box on the right of the button: the track moves to the on air box (the top one), the track previously on air is automatically exchanged with the next one, and the play queue shifts one step up.

- **Edit buttons 1/2/3/4/5**

Open main selection window, from which you can recall clips or playlists that you wish to load in the play queue.

- **Preview buttons 1/2/3/4/5**

Open the preview window for the clip shown in the corresponding box: from there you can preview the clip and eventually edit its fade-in and fade-out markers.

- **Up/Down buttons**

While you can add to the play queue a great number of tracks, it can only show only 6 tracks at the same (the on air one and the next 5) in the 6 available boxes. The Up/Down buttons can shift up and down play queue viewing point if the queue itself contains more than 5 tracks (otherwise they have no effect). Boxes data as well as queue positions shown on the Play and Open buttons are automatically updated according to the actual track position in the play queue. Keeping the button pressed an auto-repeat feature is started (i.e. same as clicking the button again and again).

- **Next playlist indication (bottom display)**

Indicates stat time and denomination of next scheduled playlist. If you click on the start time display, the playlist selection window will open and the corresponding playlist will be shown. If you click the OK button into the playlist window, you can as well load the playlist into the play queue.

- **Date and time indication (bottom display)**

Shows current date and time.

- **Your TV station logo (bottom display)**

Clicking on the logo a secret panel appears showing some scrolling informations about the software and the current version. At the end, your logo appears again automatically. To avoid that MoviejayLP stops execution in presence of minor errors, error messages are shown in the same area reserved to the broadcaster logo and at the same time logged for future reference in a text file named wjerror.log, found in the installation folder, instead of opening a message box. Once you've noted the error message, just double click on the shown messages to return to the visualization of the logo.

- **Space bar**

Same as pressing “Play 1” button: starts the first clip in the play queue.

- **Enter key**

Same as pressing “Play/stop” button: stops/restarts the clip currently playing on-air.

The clip palette

When the clip palette is called from the main on-air module, the following window will be shown. The clip palette allows to instantly fire short logo overlays on the clips currently playing on the air.

From top to bottom of the screen, you'll find:

- Indications for the current palette number, and the search buttons, to locate the desired palette.
- A group of 12 buttons, each one corresponding to one of the overlay logos contained in the selected palette.
- Another group of buttons to manage additional features and to close the window.

Detailed description

- **Palette number edit box**

Shows the sequence number of the selected palette, from 1 to 4.

- **Search box**

This group of 4 buttons allows to browse the database step by step. From left to right, the first button moves the pointer to the beginning of the database, the 2nd button to the previous record, the 3rd button to the next record, and the last button to the end of the database.

- **Play buttons**

Each button corresponds to a logo overlay. Just press a button to overlay the corresponding logo on the clip currently on the air.

- **Edit button**

To assign a new logo overlay to a play button, click on this button to switch on the edit mode. Then click on the desired play button (the button where to which you want to assign the new logo). The file selection window will open, allowing you to browse for the desired bitmap. On the file selection window, click OK to confirm your bitmap file, and you will return back to the clip palette window.

The selected logo will appear in the preview window. Use the vertical and horizontal position sliders to move the logo to the desired position, then click the OK button to confirm your changes.

In case that another logo overlay was already assigned to a button, position sliders will be automatically positioned in the previous settings, which you can edit as requested. You can select various graphic formats (BMP, JPG, GIF, PNG, TGA, etc.) and RTF text files. In case of pictures with Alpha channel (PNG and TGA) or transparency colour (GIF), the overlay reflects the transparency stored into the picture itself, while for other picture formats, transparency colour is the top-left pixel. Text from RTF files is shown according to fonts and colours exactly as the file was created.

- **Station Logo button**

Click on this button to switch on/off the overlay of the station logo set in MoviejayLP setup window.

- **Clear logo button**

Click on this button when you wish to stop the logo overlays fired from the clip palette or from the programmes' timeline.

- **OK button**

Closes the clip palette window.

The preview window

By clicking on the preview buttons from the main on-air screen, on the bottom part of the screen the preview window is shown, which allows you to edit fade markers or simply preview the corresponding clip in a VGA window without affecting the on-air channel. Any changes made on this window will only be effective for that occurrence of the track in the play queue: data stored in database tables will not be affected in any way.

Quickstart (setting Start and End markers):

1. Press “Play/Pause” button to start playing.
2. Move to the desired marker with the slider, Rew - Fwd - Fast Rew - Fast Fwd buttons.
3. Press the “Set Start” button to set the Fade-In marker
4. Press the “Play/Pause” button to restart playing, if you wish you may check your setting pressing the corresponding “Go Start” button to restart playing from the marker you’ve just set.
5. If you wish, repeat steps 2 - 3 - 4 to set Fade-out marker.
6. Press the OK button to confirm changes when you’re done.

Detailed description

- **Display**

On the upper display, starting from the left you can see the displays related to fade markers and clip duration: on the right the elapsed and remain time to the end of the clip.

- **Slider**

While the track is playing, just click and drag this slider to the left or right to change the clip playing position.

- **Set Start button**

Click on this button to set the Fade-In marker for the clip being previewed. While the clip is playing, press and release the button when the clip is exactly positioned on the desired Fade-In position. The set marker will be shown on the corresponding display on the right of the button. You may also manually edit values directly on the displays if you wish.

- **Set End button**

Click on this button to set the Fade-Out marker for the clip being previewed. While the clip is playing, press and release the button when the clip is exactly positioned on the desired Fade-Out position. The set marker will be shown on the corresponding display on the right of the button. You may also manually edit values directly on the displays if you wish.

- **Go Start button**

Click on this button to change the track's playing position to the user-set Fade-In marker: this way, you may easily check your Fade-In settings.

- **Go End button**

Click on this button to change the track's playing position to the user-set Fade-Out marker: this way, you may easily check your Fade-Out settings.

- **Logo start button**

Click on this button to set the start overlay marker on the the clip being previewed. While the clip is playing, press and release the button when the clip is exactly positioned on the desired position. The set marker will be shown on the corresponding display on the right of the button. You may also manually edit values directly on the displays if you wish.

- **Logo end button**

Like above, sets the end overlay marker.

- **Play/Pause button**

Starts/stops playing the current video track in the preview window. While in frame still mode, pressing the button resumes normal play mode.

- **Rew/Fwd/Fast Rew/Fast Fwd buttons**

This group of 4 buttons switches to still frame mode and changes track's playing position, allowing extremely precise cueing of any video track before setting markers:

1. Rew: 100 milliseconds back
2. Fwd: 100 milliseconds forward
3. Fast Rew: 500 milliseconds back
4. Fast Fwd: 500 milliseconds forward

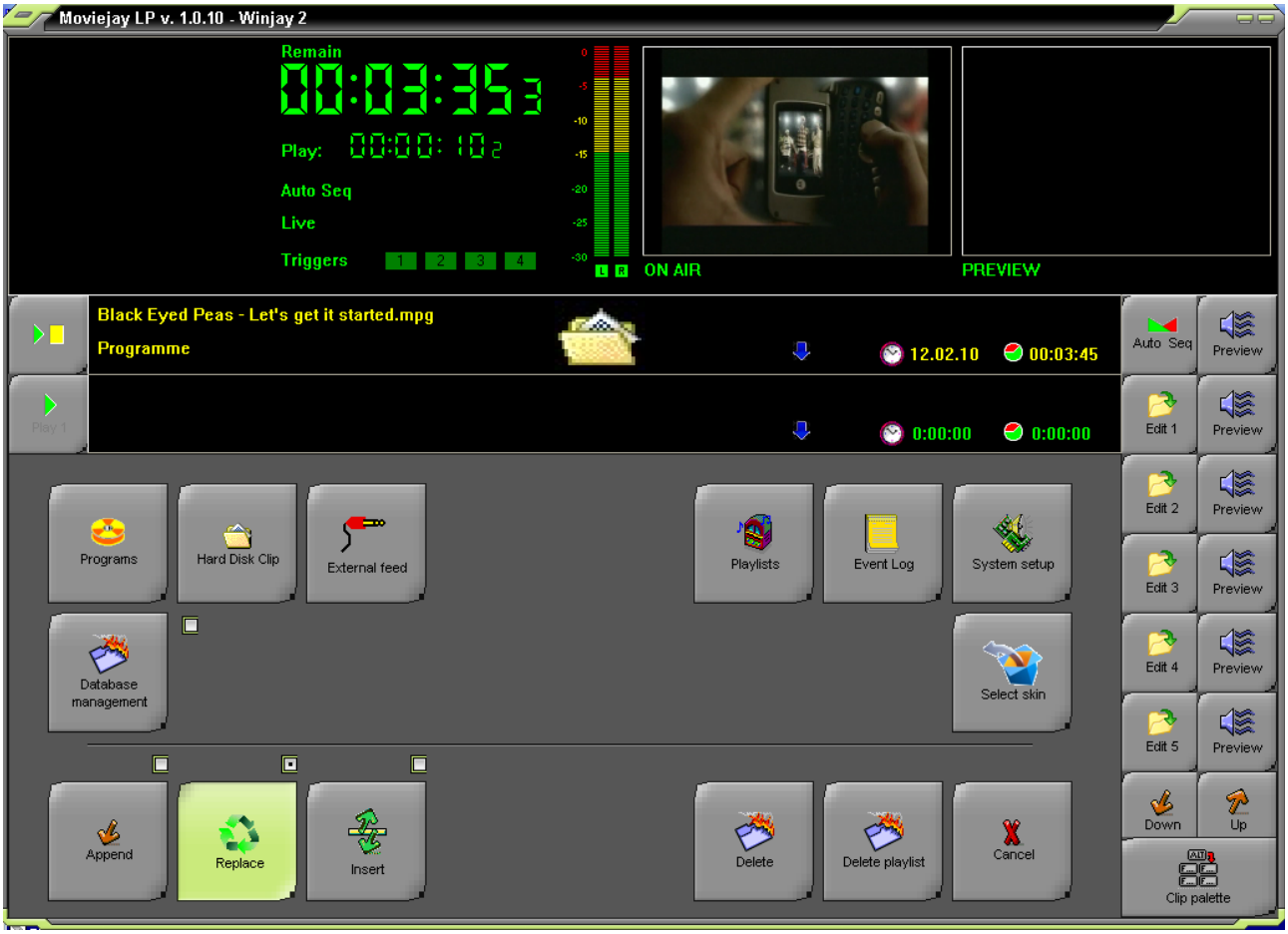
- **Cancel button**

Cancels changes and closes the preview window.

- **OK button**

Confirms changes and closes the preview window.

The selection window



When you click one of the “Edit” buttons in the play queue, the MoviejayLP main selection window is recalled to select clips and playlists, change their position in the on air queue, or remove items from the queue itself. When the “Database management” button is pressed down, the same buttons for programmes, playlists, etc. allow to perform database editing. The 6 buttons on the bottom accomplish additional functions (see below for further details).

Quickstart (loading a track in the play queue):

1. Press one of the “Edit” button in the on air window.
2. Press one of the buttons “Append”, “Replace”, “Insert” depending on the desired loading mode.
3. Press the button corresponding to the archive you want to choose from or the feature you want to load (for example, programmes, playlists, etc).
4. Select your item from the selection window, then click OK to confirm.

Detailed description

- **Programmes button**

Opens the programmes selection window. If the “database management” button is pressed, opens the programmes setup window.

- **Hard Disk clip**

Opens the Hard Disk direct browse window.

- **External feeds button**

Opens the external feeds selection window. If the “database management” button is pressed, allows to edit channel settings.

- **Playlists button**

Opens the playlists selection window. If the “database management” button is pressed, opens the playlists setup window.

- **Log button**

Opens the event log window.

- **Setup button**

Recalls the system setup window.

- **Database management button**

If you click on this button before opening some of the selection windows, those windows will be shown in database edit mode. For example, the programmes database management window will open instead of programmes selection window.

- **Append button**

Appends the selection to the end of the play queue, and increments the length of the queue itself by one item.

- **Replace button**

Replaces the selection to the previous item in the box, if any. This is the default selection option.

- **Insert button**

Inserts the selection in the box corresponding to the “Edit” button pressed; the queue shifts one step down.

- **Select skin button**

Graphic layout of Moviejay is based on "**skins"**: these are packages of graphics components which are used to customize software appearance, from dialog windows to buttons, menus, labels, etc. Thanks to skins, the user interface can be made good looking according to your own taste. Moviejay includes a folder with several "skins": click on this button and browse your skin folder to select your favorite one. Some examples of skins:

- **Delete button**

Removes the item in the box corresponding to the “Edit” button pressed.

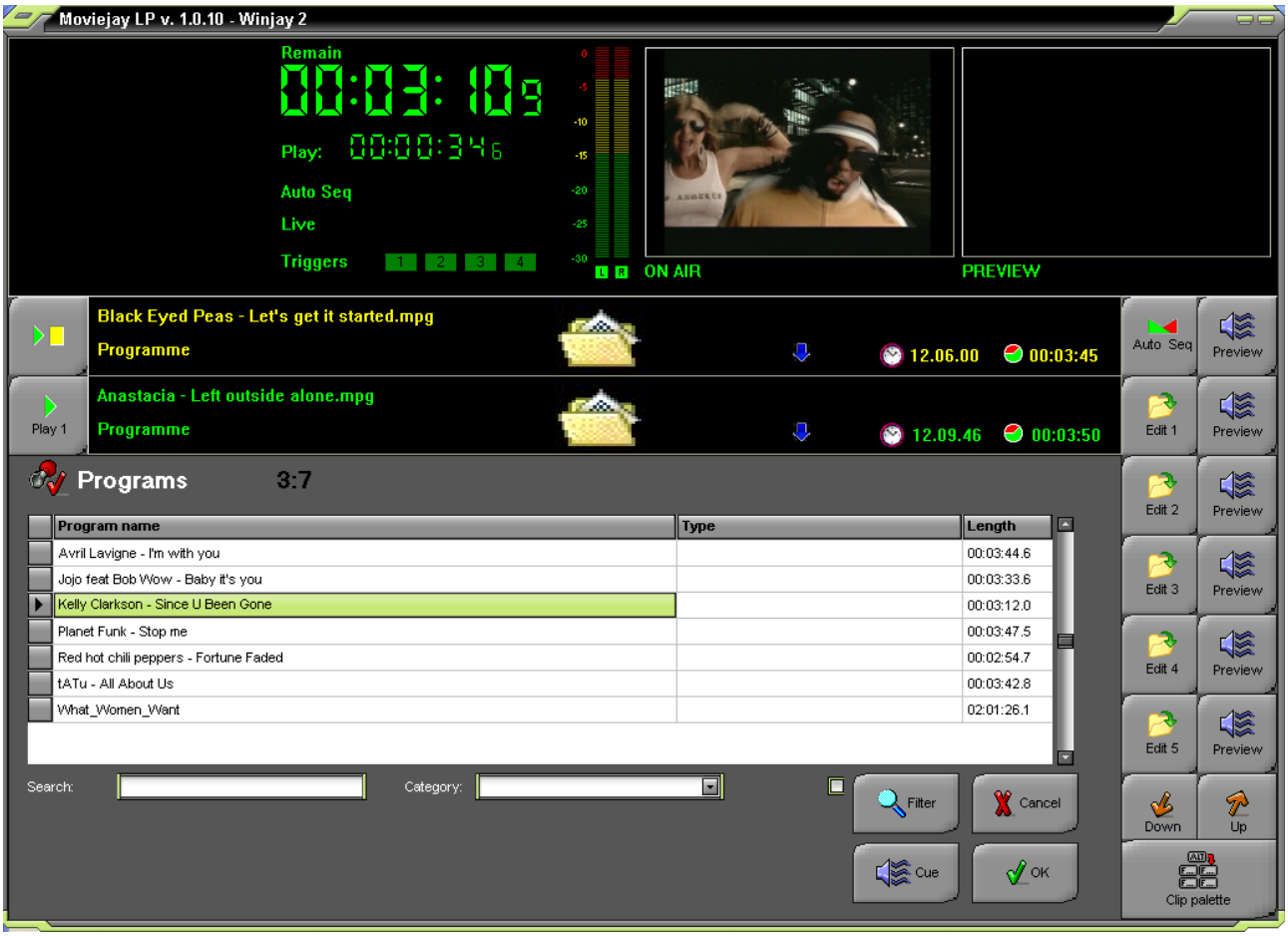
- **Delete Playlist button**

Removes the loaded playlist(s) and switches back to “Live” mode (live assist, manual selection). Moviejay continues to play the clip currently on the air, if any, and removes any track in the play queue if they belong to a playlist.

- **Cancel button**

Cancel operations and closes the selection window.

The programmes selection window



This is the programmes selection window, which is recalled from the main selection window to browse the programmes database, select and load a programme in the play queue.

Quickstart (loading a programme in the play queue):

1. Follow items 1-4 for “loading a track in the play queue” in the selection window
2. Manually browse the database for the desired programme or type the first letters of the title to locate the closest match.
3. If you want, press the preview button to preview the programme off the air.
4. To confirm, press the OK button or double click on the selected item in the grid.

Detailed description:

- **Programmes list**

The grid shows the list of programmes in the database ordered by title. From left to right: programme title, category, length.

- **Quick search box**

Type here the first letters of the desired programme to locate the first record that matches your criteria.

- **Preview button**

Recalls the preview window for the current programme.

- **Cancel button**

Cancels operations and closes the programmes selection window.

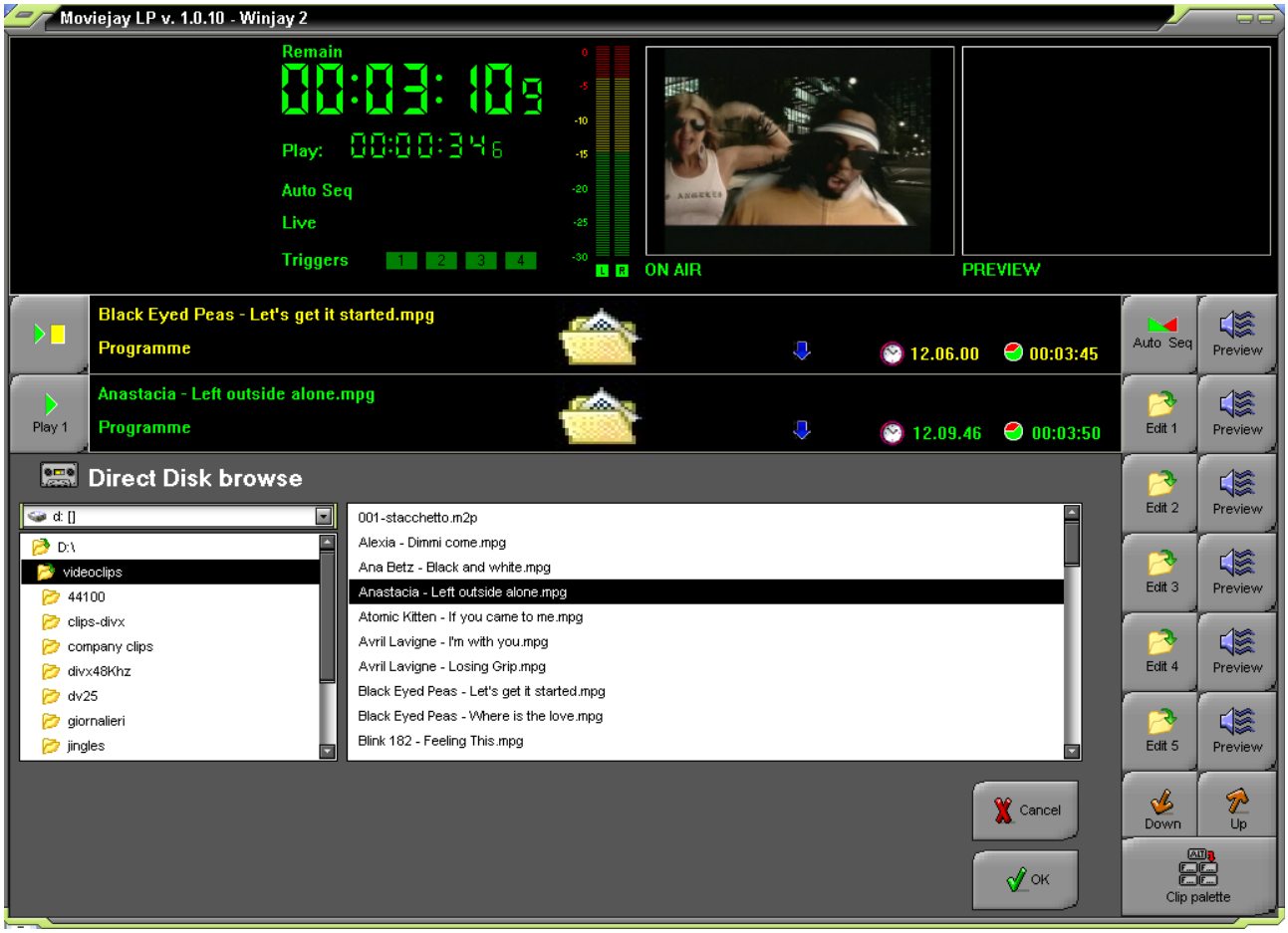
- **OK button**

Confirms operations, loads the selected programme in the play queue and closes the programme selection window.

Troubleshooting:

Before loading the selected programme in the play queue, MoviejayLP performs a file existence check to see if the video file can be accessed. If the check fails, a dialog box is shown to warn the user about the problem. In this case, click on the box to close it, select another programme or press the cancel button to close the selection window.

The Hard Disk clip selection window

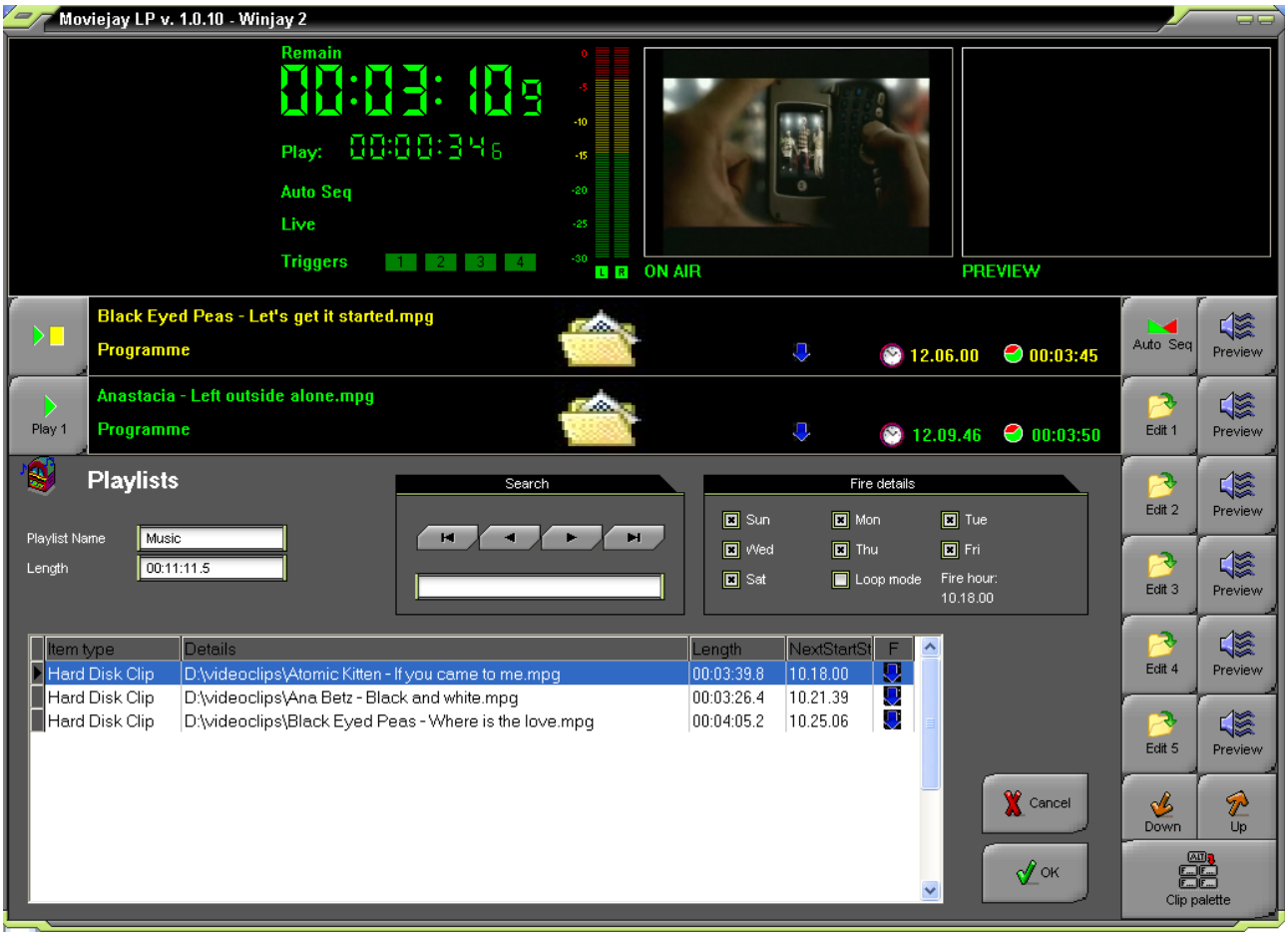


This window allows to select a clip directly from the Hard Disk, without the need to file the clip itself to the programmes database first.

Quickstart (loading a clip from the Hard Disk):

1. Follow items 1-4 for “loading a track in the play queue” in the selection window
2. Select the folder to browse for the desired clip.
3. Highlight your favourite clip from the list on the right
4. To confirm, press the OK button or double click on the selected item in the grid.

The playlist selection window



This is the playlist selection window, which is recalled from the main selection window to browse the playlists database, select and load the playlist in the play queue. On the top of the window a group of boxes shows general informations about the currently selected playlist, while in the bottom a grid shows the playlist's details.

Quickstart (loading a playlist in the play queue):

1. Follow items 1-4 for "loading a track in the play queue" in the selection window
2. Browse the database for the desired playlist using the search box.
3. If you want, highlight an item to set the playlist start point
4. Press the OK button to confirm: the choosen playlist replaces the one currently on air (if any).

Detailed description:

- **Playlist name box**

Shows the name of the selected playlist, according to the user setup.

- **Quick search box**

Type here the first letters of the desired playlist to locate the first record which matches your criteria.

- **Length edit box**

Shows current playlist length in hh:mm:ss:1/10 sec.

- **Start time boxes**

Shows auto fire time and day(s) of week of the currently selected playlist (if set).

- **Playlist details**

The grid shows the full list of the video tracks contained in the selected playlist. The first column shows the item type (clip, commercial, programme, etc.); the second column shows details such as programme title or clip's filename, the third column shows the item length, the 4th one the scheduled start time.

Meaning of the icons in the 5th column (Force Mode)

Normal sequence, force mode disabled: the item will be fired when the previous one in the playlist ends. Of course, should the playlist accumulates delay, the scheduled time for the item will be delayed as well.

Forced mode: when the scheduled time for the item will be reached, all previous items in the playlist (if any) will be skipped, the clip on the air now will be faded out and this one will be played on the air immediately. This way, should the playlist accumulates delay, the scheduled time for the item will be fully observed.

You may navigate the list with the arrows on the right, and choose the starting point of the playlist highlighting the desidered item before pressing OK.

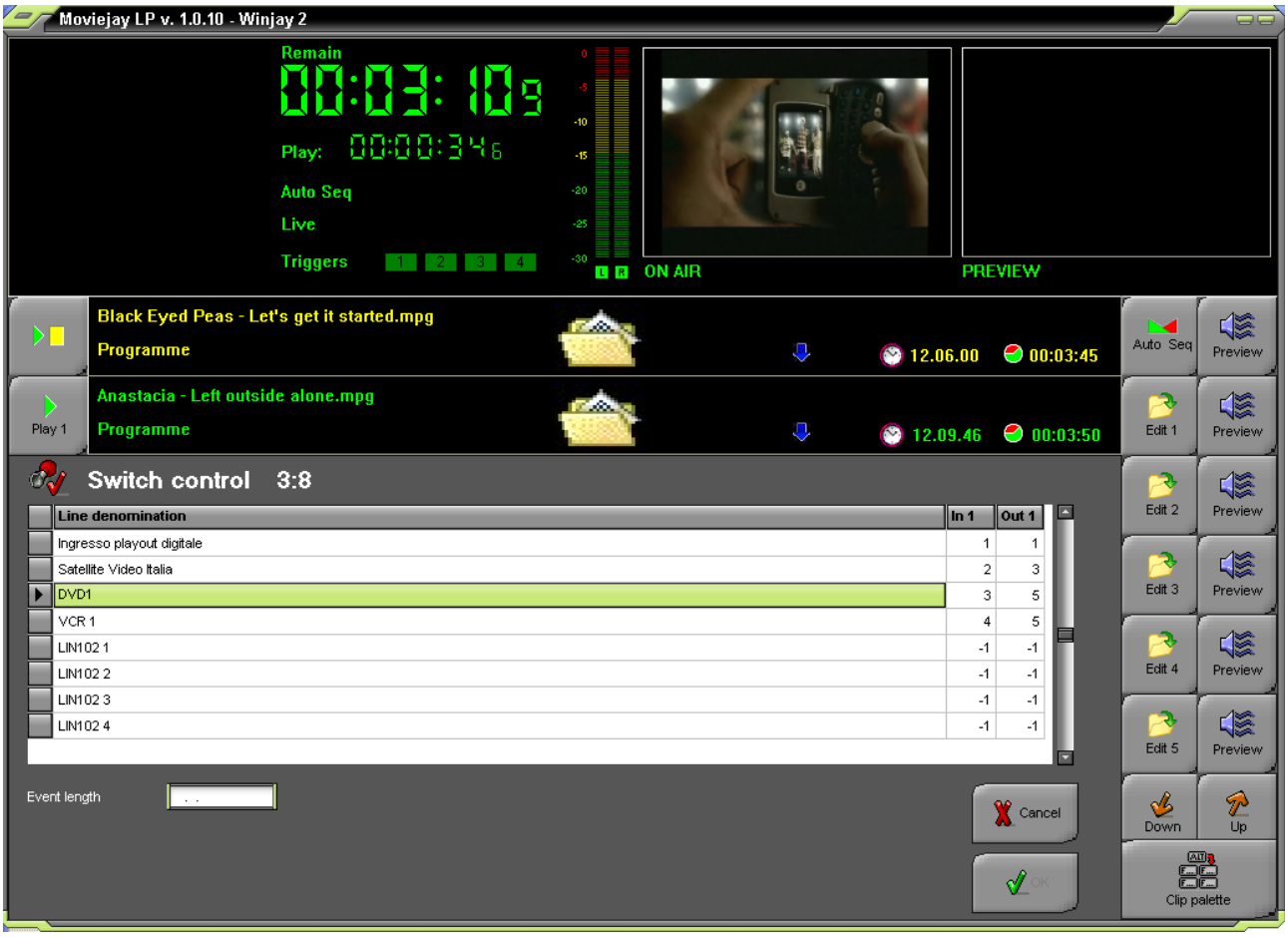
- **Cancel button**

Cancels operations and closes the playlists selection window.

- **OK button**

Confirms operations, loads the selected playlist in the play queue and closes the selection window.

The external feeds selection window



Moviejay can drive an external video switcher in order to automatically switch external feeds together with clips played from the Hard Disk. This is the external feeds selection window, which is recalled from the main selection window to load an external feed event into the play queue. The grid shows a list of channels according to the end user setup, while the box in the bottom left allows to set the desired event length.

Quickstart (loading an external feed into the play queue):

1. Follow items 1-4 for “loading a track in the play queue” in the selection window
2. Highlight the desired channel in the grid
3. Set the desired length for the external feed event
4. To confirm, press the OK button or double click on the selected item in the grid.

Detailed description

- **Channel list**

The grid shows the list of user set channels according to the video switcher in use. From left to right, channel name, Input, Output.

- **Event length**

Insert here the desired length to be assigned to the external feed event.

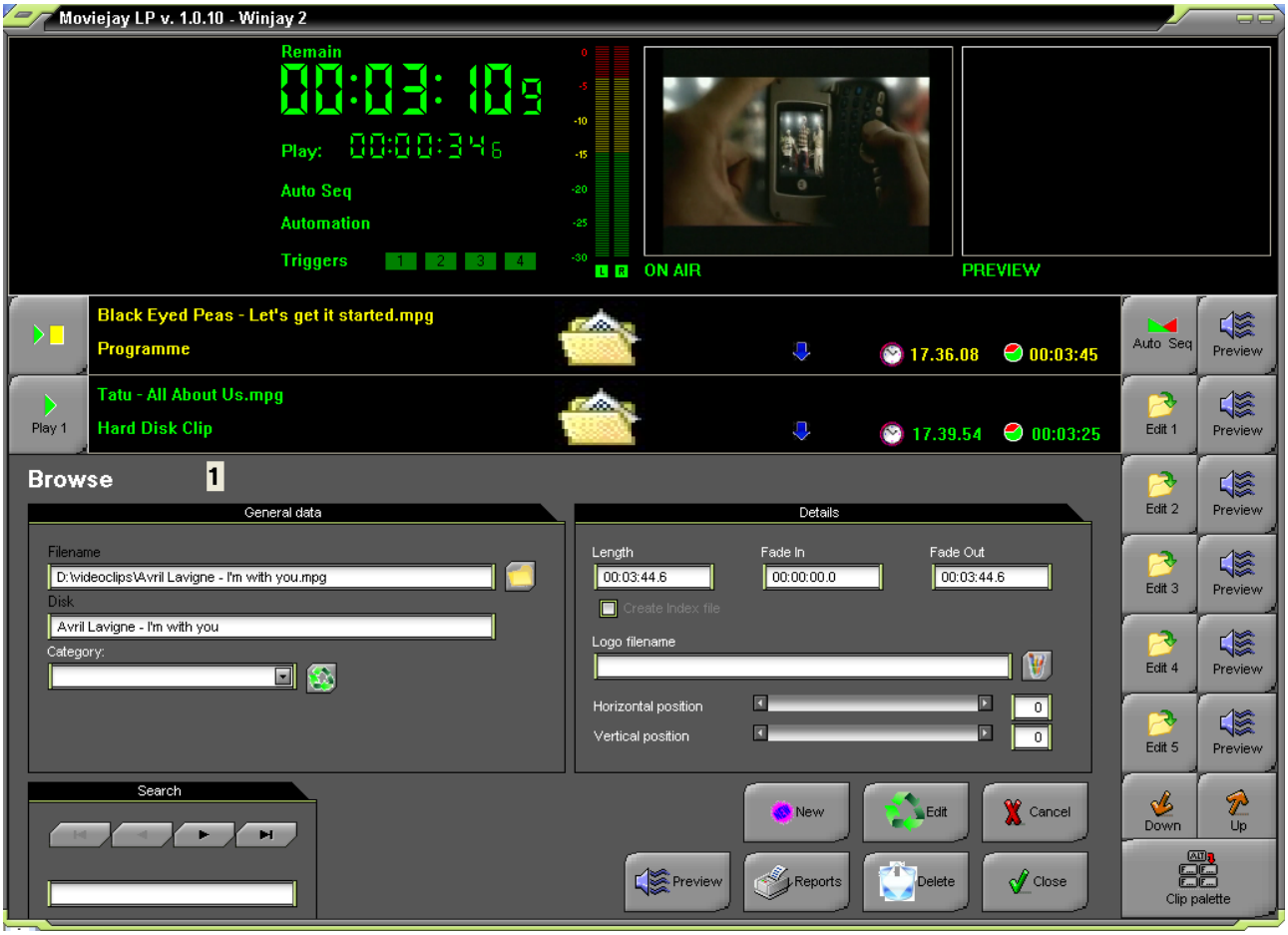
- **Cancel button**

Cancels operations and closes the external feeds selection window.

- **OK button**

Confirms selection, loads the external feed event into the play queue and closes the selection window.

Chapter 2: the archive management features
The programmes management window



This is the programmes setup window for managing the related database. This turns useful to file your clips into a database for better managing. You must also file a clip into the programmes database if you wish to schedule an automatic logo overlay each time that clip will be played on the air.

Quickstart (adding a programme to the database):

1. Press the New button to enter insert mode.
2. Browse your hard disk for the desired clip using the “open” icon to the right of the filename box.
3. If needed, edit programme name and type
4. If you wish to set Fade-In and Fade-Out markers, or watch the clip, press the preview button.

5. If you wish to automatically schedule a logo overlay each time this programme will be played on the air, click on the button on the right of the logo filename box to select your bitmap. The selected logo will appear into the preview window. Then use the vertical and horizontal position slider to move your logo on the screen
6. Press the OK button to confirm when done.

Detailed description

- **Filename edit box**

Contains the filename of the current programme, with full path info. Click on the “open” icon on the right of the edit box: a standard “file open” dialog window will appear to let you browse your disk for the desired clip. The name for the programme is automatically filled from the clip filename, but of course, you can always edit field contents if necessary.

- **Programme name box**

The box contains the name assigned to the programme. This is automatically filled from the clip filename, but of course, you can always edit field contents if necessary.

- **Category edit box**

Sets the category to assign to the current programme. Click on the arrow icon on the right of the edit box and choose one of the available items from the drop-down list. This information turns very useful for easier filtering during live assist. To edit categories, click the button on the left of this same box to show the related edit buttons.

- **Adding a new category**

Clicl the button with the + symbol, type the new denomination into the box, then click the button with the check symbol to confirm or the button with the X symbol to cancel.

- **Editing an existing category**

Select the category that you wish to edit, click the button with the up arrow sign, type the new denomination into the box, then click the button with the check symbol to confirm or the button with the X symbol to cancel.

- **Deleting an existing category**

Select the category that you wish to delete, then click the button with the minus symbol to confirm.

- **Length edit box**

Contains current programme length in hh:mm:ss:1/10 sec. This value is automatically filled in as soon as you select the clip from the Hard Disk.

- **Fade In box**

Contains current programme Fade In marker in hh:mm:ss:1/10 sec. This value is set to 00:00:00.0 when you select the clip from the Hard Disk but it is automatically updated once you set the start marker in the preview window and confirm changes. If you don't set the Fade In value, the programme will be played from the very beginning of the file (this is normal unless you want to cut unwanted segments).

- **Fade Out box**

Contains current programme Fade Out marker in hh:mm:ss:1/10 sec. This value is set to the programme length when you select the clip from the Hard Disk, but it is automatically updated once you set the Fade-Out value in the preview window and confirm changes. If you don't set the Fade Out value, the programme will be played until the very end of the file.

- **Create Index File checkbox**

If MoviejayLP is working with a Stradis card, should you wish to start playing the clip from any desired marker, the card itself needs to generate an index for the current clip. If so, you should check this box before posting your changes to the database.

- **Logo filename edit box**

Contains the filename for a logo which will be automatically scheduled overlayed each time this programme will be played on the air. Click on the button on the right of the logo filename box to select your bitmap. The selected logo will appear into the preview window. Then use the vertical and horizontal position slider to move your logo on the screen.

- **Logo start box**

Contains the start overlay marker for the selected logo. This value is initially set to 00:00:00.0 and can be updated from the preview window. If the start overlay marker is not set, the logo is overlayed from the very start of the clip.

- **Logo end box**

Contains the end overlay marker for the selected logo. This value is initially set to the same length of the clip, and can be updated from the preview window. If the end overlay marker is not set, the logo is overlayed until the end of the clip.

- **Reports button**

Shows the programmes report print preview window.

- **Preview button**

Open the preview window for the current programme, from which you can preview the clip and edit its fade-in and fade-out markers and start/end overlay markers.

- **New button**

Switches the database to insert mode to add a new programme.

- **Edit button**

Switches the database to edit mode, to edit fields for the current programme.

- **Delete button**

Deletes the currently selected programme. You'll see two dialog boxes: the first one will ask you to confirm database record deletion, the second one will ask you to confirm the clip deletion from the hard disk. When you delete a programme, it will be also automatically removed from any playlist where it is contained.

- **Cancel button**

Cancels updates to the current record and switches back to browse mode.

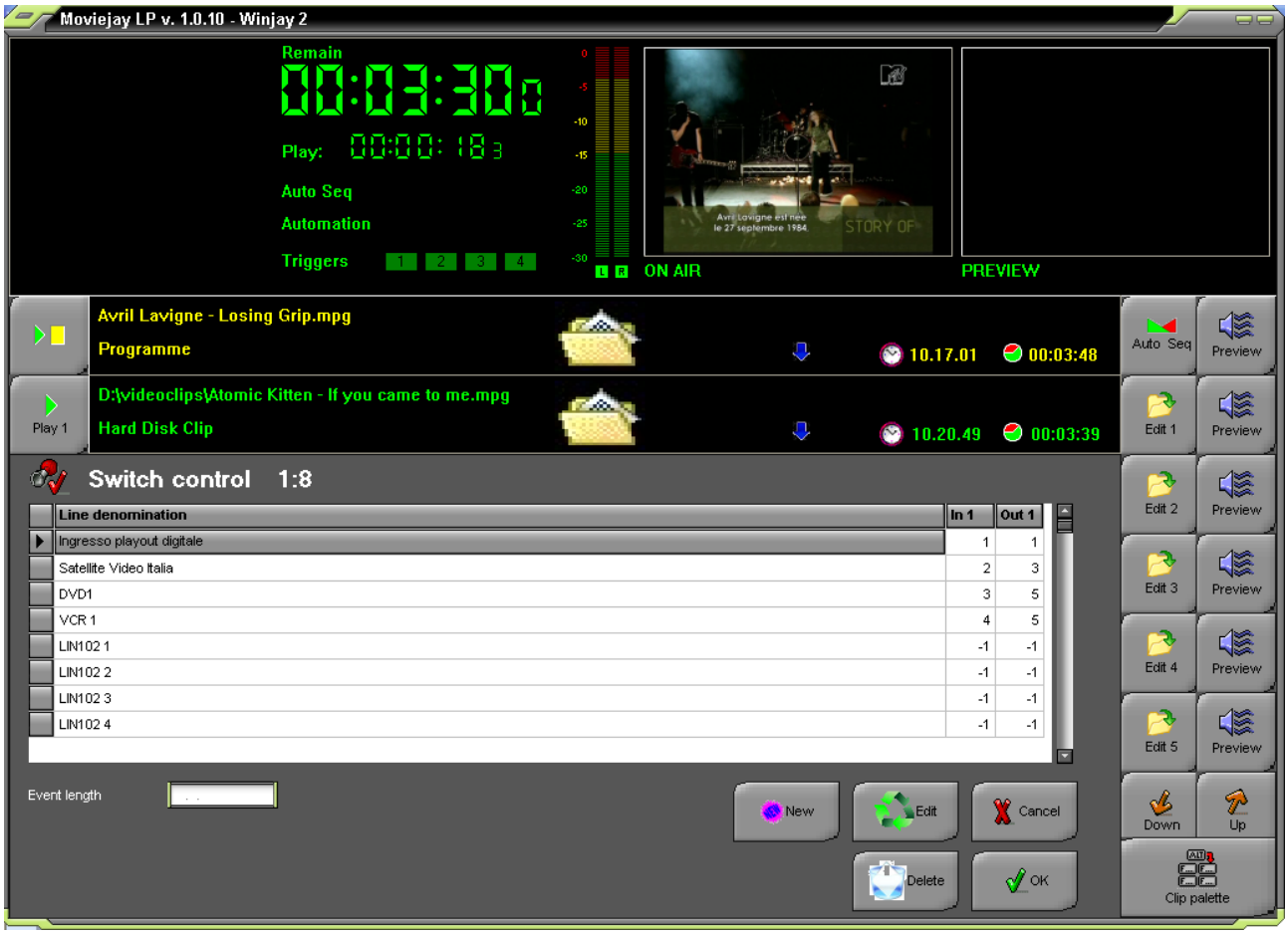
- **OK button**

Confirms updates and returns to browse mode. If you are already in browse mode, closes the programmes setup window.

Hint:

- Programme categories are internally handled as numeric autoincrement codes so, if you make a mistake when editing an existing type, don't delete it but just make your changes in the box. If you delete the type and add a new instance of the same type, the record will be assigned a new numeric code, so it will be treated as it was a compeletely different type: any programme with the old category will just have a blank type field and would need to be reassigned.

The external feeds management window



This is the external feeds setup window for managing the related database. This turns useful to set your matrix switcher configuration, namely channel name and corresponding input / output pairs. That way, you will be able to recall a switching event by simply referring to its name, instead of input and output channels.

Quickstart (adding a channel to the database):

1. Press the New button to enter insert mode.
2. A new item will be created into the grid. Highlight the new item, and type channel name as well as input and output in corresponding fields.
3. Click the OK button to post changes to the database.

Detailed description

- **Channel list**

The grid shows the list of user set channels according to the video switcher in use. From left to right, channel name, Input, Output.

- **New button**

Switches the database to insert mode to add a new channel.

- **Edit button**

Switches the database to edit mode, to edit fields for the current channel.

- **Delete button**

Deletes the currently selected channel. A dialog box will ask you to confirm database record deletion. When you delete a channel, it will be also automatically removed from any playlist where it was contained.

- **Cancel button**

Cancels operations and closes the external feeds setup window.

- **OK button**

Confirms changes and closes the selection window.

The playlists scheduling window

This is the playlists scheduling window, which is recalled from the main setup window to manage the playlists database. Each playlist can hold a virtually unlimited number of clips, programmes, external feeds or any combination of the above. Playlists can be fired manually in live-assist operations, or automatically on the scheduled time and day of week. Playlists may also be played in loop mode, so you'll never risk to rest without anything on the air just because your schedule was too short.

The "playlist selection" window contains a group of boxes with the relevant data concerning the current playlists such as denomination, auto fire time and days, auto-fire switches, etc. Pressing the details tab, a grid with the list of items contained in the current playlist is shown, as well as a group of controls allowing to edit the contents of the current playlist.

Quickstart (setting up a playlist):

In the following example we'll add to the database a quite comprehensive playlist which will be automatically fired on Sunday and Tuesday at 10.00.00 AM. You'll find here a bunch of examples to satisfy any possible requirement. Of course, you cannot add/remove items when database is in browse mode, but you must first enter insert or edit mode.

1. Press the New button to enter insert mode.
2. Enter the playlist name in the edit box, enter 10.00.00 as start time and check Sun and Tue boxes in the start days group.
3. Click on the "details" tab to see the playlist contents grid, which will be of course empty.
4. We are now going to add a programme: click the Add Program button to open the programmes database management window. Browse the database for the desired programme, then click on the "OK" button to confirm. You'll see your programme in the upper grid, meaning it has been added to the playlist.
5. We are now going to add a clip directly from the Hard Disk. Click the Add from Hard Disk button to open the related window. Browse your hard disk for the desired item, then click on the "OK" button to confirm. You'll see your file in the upper grid, just after the programme added before, meaning it has been added to the playlist.
6. Finally let's add an external feed: Click on the Add switching button to open the External Feeds selection window. Select your desired channel, enter the desired length for your external event, then click on "OK" to confirm. You'll see your external feed in the upper grid at the end of the playlist.
7. Now we have a playlist with 1) a programme 2) a clip from Hard Disk 3) an external feed. This playlist automatically starts on Sunday and Tuesday at 10.00.00 AM, or can be manually started at will.
8. Repeat the above steps at will to add more items, then switch back on the playlist selection tab and press the OK button to confirm changes.

Detailed description

- **Playlist name edit box**

Contains the name of the current playlist.

- **Start time edit box**

It is possible to manually load a playlist in the on air queue quite the same way as programmes, clips from Hard Disk, etc., but a playlist can also be loaded in full automation on a scheduled time and day of week. This box contains the auto-start time for the current playlist in hh.mm.ss.

- **Length edit box**

Contains current playlist length in hh:mm:ss:1/10 sec. This value is automatically calculated when you add/remove items.

- **Start days check boxes**

Since a playlist can be loaded in a fully automatic way (see before), this boxes contain the start days (if any) of the current playlist: just check the box(es) corresponding to the desired auto-start days, and uncheck the others.

- **Enable auto loading checkbox**

If checked, this playlist will be automatically fired according to the scheduled start time and days of week. Otherwise, you can only load it manually from the on-air module.

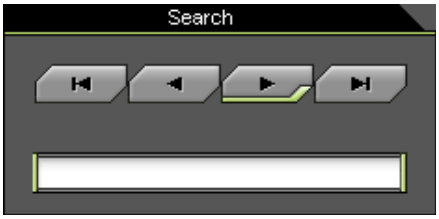
- **Instant fire checkbox**

If checked, this playlist will be fired as soon as it is been loaded in the play queue. Otherwise, it will wait for the end of the clip currently on the air.

- **Loop mode checkbox**

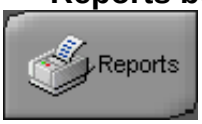
If unchecked, the playlist will play only once, then the on-air queue will empty, unless another playlist is loaded.
If checked, the playlist, when loaded on the on-air queue, will replace the old one (if any) and will be looped i.e. will start again from beginning when the last item has been played on the air.

- **Search box**



This is the search box which you can find on many of the selection/setup windows. The group of 4 buttons on the top allows to browse the database step by step. From left to right, the first button moves the pointer to the beginning of the database, the 2nd button to the previous record, the 3rd button to the next record, and the last button to the end of the database. The text box on the bottom allows to quick search for the desired record: just type the first letters of the desired playlist to locate the first record which matches your criteria.

- **Reports button**



Shows the playlists report print preview window. This is useful to printe a list of filed playlists complete with auto-fire data (days, time).

- **New button**

Switches the database to insert mode to add a new playlist.

- **Edit button**

Switches the database to edit mode, to edit fields for the current playlist.

- **Delete button**

Deletes the currently selected playlist. A dialog box will appear asking you to confirm playlist deletion. Of course, any item included in the current playlist (programmes, hard disk clips, etc.) will be left intact!

- **Cancel button**

Cancels changes to the current playlist.

- **OK button**

Confirms changes and switches back to browse mode. If you are already in browse mode, closes the playlist setup window.

Pressing the details tab, in the upper area you'll see another page with playlist details and a group of buttons targeted to playlist editing:

The grid shows the full list of the video clips contained in the selected playlist. The first column shows the item type (Programme, Hard Disk Clip, External feed); the second column shows details such as programme name, the 3rd one the scheduled start time for the related item, which is calculated on the start time for the current playlist plus the duration of the previous clips: this turns useful to know the exact start time of each item in the playlist. The 4th column shows the item length, the 5th column the end time for the corresponding item.

Meaning of the icons in the 6th column (Force Mode)

Normal sequence, force mode disabled: the item will be fired when the previous one in the playlist ends. Of course, should the playlist accumulates delay, the scheduled time for the item will be delayed as well.

Forced mode: when the scheduled time for the item will be reached, all previous items in the playlist (if any) will be skipped, the clip on the air now will be faded out and this one will be played on the air immediately. This way, should the playlist accumulates delay, the scheduled time for the item will be fully observed.

Should you wish to force an event at your favourite time:

1. Click on the blue arrow to change the force mode to Forced
2. Move to the Start Time column and change the start time according to your requirements
3. Click on any other column (for example Details) so that the start time for the items in the playlist will be updated according to the forced event.

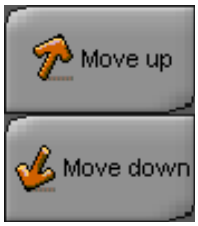
- **Preview button**

Opens the preview window for the current programme or Hard Disk Clip, allowing you to preview the selected clip off the air.

- **Print button**

Shows the playlist report print preview window. This will print a list of the items which constitutes the current playlist.

- **Up/Down buttons**



Press one of these buttons to shift one step up or down the selected item in the playlist.

- **Copy from playlist**

This box allows to copy and paste items from another playlist already filed. Select the playlist from the combobox, then click on the button on the right; all items from the selected playlist will be copied and pasted into the playlist you are currently editing.

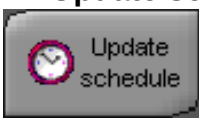
- **Delete button**

This button allows to remove from the playlist the currently selected item

- **Empty button**

This button allows to empty the playlist. A dialog box will appear asking you to confirm operation.

- **Update schedule button**



Click on this button should need arises to update start time for items into the current playlist.

Troubleshooting:

- The on-air module searches for the following scheduled playlist in 1 minute interval: for such a reason, start time of playlists programmed for the same day of the week must be distanced at least 1 minute, otherwise the next playlist may not be loaded in the queue.
- If the queue contains tracks belonging to other playlists, these are automatically removed from the queue when a new playlist is loaded in loop mode.
- You can also add items into the playlist with with a simple drag-and-drop, drag a clip from Windows' Explorer (or other applications) into the playlist grid, into the desired position. The new clip will be treated as "Hard Disk Clip". When you finish editing, just press the OK button to confirm edits.

The setup window

This is the hardware setup window, which is recalled from the main selection window to set various hardware and basic settings.

Detailed description

Tab 1: Audio/video devices

- **Switcher type**

Sets the kind of video switcher in use:
- Disabled: No video switcher in use
- GPI: the switcher is driven in GPI mode via the parallel port
- ELCA: drives the Elca SR8P - SR16 - MC2424 - MC 3225 video switchers via RS232
- Elca MX3232 - MX3224 - MX2424 - MX1616 - MX88, for the Elca MX series
- CEM Ibrida: drives the CEM Elettronica Ibrida controller via RS232
- BTS MS16: drives the BTS MS16 via RS232

- Elpro SAVIS204: drives the Elpro SAVIS204 via RS232
- Kramer Protocol2000: as above, for any Protocol2000 compatible Kramer switcher.
- Knox Video RS16x16HB, for the indicated Knox switcher
- Pesa Bobcat, for the indicated Pesa series
- Inday RGB4X-RS - DA4X-RS - AV4X-RS, for the indicated Inday switchers

- **Switcher COM Port**

You must specify here the COM Port to use for driving your video switcher.

- **Playout card box**

Allows to specify the playout card in use:

- VGA window: implements multiformat, seamless back-to-back DirectX support for in-window video (video output is only available on the on-screen window).

- VGA TV Out: implements multiformat, seamless back-to-back DirectX support for Dual-Head VGA cards (video output is directed to the in-window VGA as well as in full-screen mode on the TV output

- Stradis (STC mode) for Stradis cards, in compatible mode using the System Time Clock as time base. This is intended for use should your video clips clip contains erratic timecodes

- Stradis (Timecode mode) for Stradis cards, using the clip built-in timecode for time reference

- Stradis (DirectX mode) for Stradis cards, in DirectX mode. Does not require an MPEG2 index to be generated for each new clip, but currently does not allow titling features.

- XCard implements support of Sigma Designs RealMagic XCard via Microsoft DirectX (MPEG1/2 / DivX clips) as well as Vela Cineview II (MPEG1/2)

- Focus Harmony 4ES implements support for Focus Enhancements Harmony 4ES cards (video output is always directed to channel 1)

- Blackmagic Decklink implements multiformat, seamless back-to-back DirectX support for Decklink cards (video output is directed to the in-window VGA as well as in full-screen mode on the card’s video output).

- Vela Cineview Pro LT implements support for Vela Cineview Pro LT hardware based MPEG2 decoders

- **Video standard**

For Stradis and Vela Cineview Pro LT cards only, allows to set the analog video standard (PAL, NTSC, etc.). Please note that not all standards may be available depending on the specific card in use.

- **Decoder ID**

For a multichannel playout, sets the card's ID for the current channel. When Stradis cards are used, from 1st to 4th card. With Harmony 4ES, from 1 to 16, for example: 1 = Harmony 4ES 1st card, 1st channel – 5 = Harmony 4ES 2nd card, 1st channel - 12 = Harmony 4ES 3rd card, 4th channel. With Blackmagic cards, in this box all the available cards and related video mode are directly listed (for example Decklink Pro SDI & NTSC/PAL).

- **Digital input**

If a video switcher is used, this box allows to specify the video input to switch when Moviejay plays a clip from the Hard Disk. This is of course, the channel where the output from the playout card is connected.

- **Cue sound card**

Allows to select the soundcard for the preview audio output. Click on the icon on the combo box and choose one of the available cards from the drop-down list.

Tab 2: Triggers

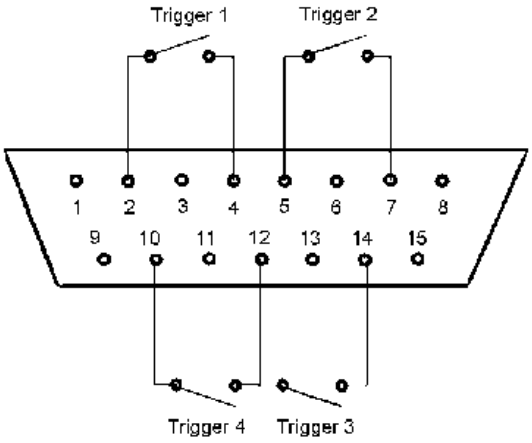
Triggers are contact or relay closures on the joystick port found on PC's sound card. Thanks to triggers, you'll be able to fire playlists or simply make the play queue advance like when you press a play button or hit the space bar.

Since playlists can contain virtually any kind of event (including external feeds), you'll be able to open or close external feeds by relay closure and so you may broadcast news or other stuff from satellite feeds in a totally automatic way.

The four green LEDs on the main screen will be lit when the corresponding trigger is closed; this will allow you to test your triggers setup on the joystick port.

To assign a playlist or a Play event to a trigger:

- Press the "Edit" button to enter edit mode
- Use the drop down menus to select the desired action (Disabled, Play of next event, or Load Playlist)
- Press the "OK" button to confirm.



For the trigger feature to work correctly, first of all you should connect to the joystick port using the diagram on the left (for the preliminary checks you may also wish to use an ordinary joystick). You also have to add some 100 K-Ohm resistors between pins 1-3, 1-6, 9-11, 9-13: otherwise Window will report the joystick as "not connected" and triggers won't work. You should also jump together pin 12 with pin 4 (or 5).

In order to complete your setup, you should install joystick drivers:

- From Windows control panel, double click on the "joysticks" icon.
- For Windows2000/XP, click on "Add", select "2 Joysticks 2-axys 2-buttons on the same port", then click "OK".
- In the "Joysticks" window you should now see the list of the ones you've just added. If they're working fine, in the "Status" column you should see "OK".

Tab 3: On Air capture

MoviejayLP features a live video capture feature which turns useful to monitor any incoming video (like your own live broadcast) using any DirectX compatible TV or video capture card.

- **Enable video capture**

Enables the on-air video capture feature with the associated capture card.

- **Video capture card**

Click on the icon on the right of the edit box and select the capture card to use from the drop-down list.

- **Analog standard**

Allows to set the analog video standard (PAL, NTSC, etc.) for the video capture card.

- **Video Input**

Sets the video input channel for the capture card (for example composite or S-Video).

- **Video Size**

Sets the video size for the live video capture window. Usually, hal screen resolution values around 320x240 have proven appropriate. Click on the icon on the right of the edit box and choose one of the available sizes from the drop-down list.

Tab 4: Station logo

Here you may set a bitmap logo which will be automatically overlayed to all clips on the air, and which you can switch on and off from the clip palette. Click on the button on the right of the logo filename box to select your bitmap. The selected logo will appear into the preview window. Then use the vertical and horizontal position slider to move your logo on the screen, and click OK to confirm changes.

Tab 5: Streaming

MoviejayLP multiformat playout engine allows realtime streaming to the Internet in Windows Media Video format at the same time as clips are playing into the queue and without requiring a dedicated streaming server. In this panel it is possible to specify related settings.

- **Streaming mode**

Sets the streaming mode:
- Disabled: streaming is disabled (this way you save CPU power).
- HTTP: performs direct streaming to the Internet (it is possible to watch the stream with Windows Media Player, connecting to the playout server's IP address.
- MMS/RTSP: performs streaming to a Windows Media Publishing point (that you need to specify into the related box).

- **Streaming server**

Sets the Windows Media Publishing Point address, to which the streaming will be sent.

- **Streaming profile**

Allows to select the streaming profile (.prx file) created by Windows Media Encoder. This file contains all the encoding settings.

- **HTTP port**

Sets the HTTP port to be used in streaming mode.

Tab 6: Various

- **Language**

Moviejay is multilinguage and any caption used in the software is read from a text file you can easily tailor to your needs, or copy-and-paste to create new languages. The software comes with English and Italian LNG language files. To edit your default language, just select your favourite one from the available languages in the drop-down box.

- **Always check clips length**

If checked, clips' length will be automatically verified and updated each time a clip will be loaded in the play queue and will be positioned on Play 1. This little slows down the software, but turns useful when you wish to overwrite clips with the same filename, without having to edit your playlists.

- **Edit button**

Switches to edit mode to edit fields in the setup window.

- **Cancel button**

Cancels changes and closes the setup window.

- **OK button**

Confirms changes and closes the setup window.

The station log window

During program execution, all events (tracks broadcasted, playlist loading and unloading, system messages, etc.) are logged and timestamped to monthly log files. Any time you need to have a look at MoviejayLP activity, you just have to open this window.

Detailed description

- **Filter feature**

Since every event is logged, the log itself soon becomes very wide! That's why is is often required to filter the database for a specific section according to user defined criteria: just use the comprehensive filter group box in the middle of the screen, just under the log grid:

- On the left you see a group of check boxes, each one corresponding to a well defined log item. They can filter out the corresponding kind of event if unchecked. For example, if you want to list just songs events, check the songs checkbox and uncheck all the others. Any combination of checked/unchecked boxes is allowed.

- “Start date” and “end date” check boxes: selecting dates, you can restrict the list to a well defined date interval. When you open the log window, the database containing the log for the current month is automatically recalled.

The item type combo allows to even restrict filter to a specific programme. Just select the desired programme from the drop-down box, and press the “Filter” button to activate filter.

- **Reports button**

Shows the log report print preview window. The printed report fully reflects browsing options (filtering, etc.): if you apply a filter, only items that satisfy your criteria will be printed. For example, you can print only occurrences of the selected programme for your customer.

- **Edit button**

Switches the database to edit mode, to edit or add items (for example, you can add a programme played from a videotape to get a complete log).

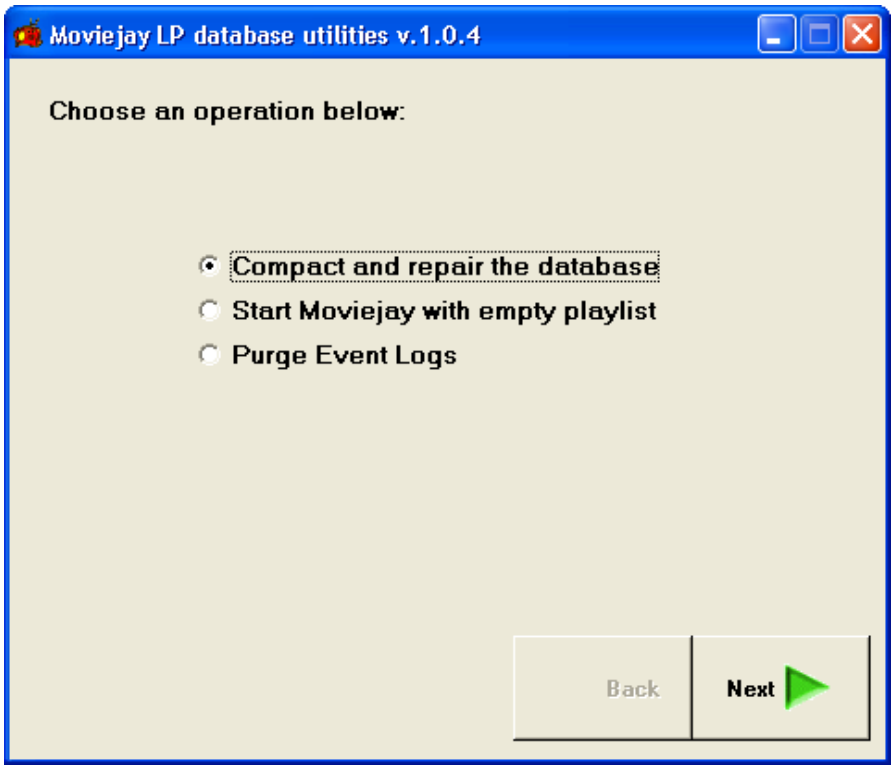
- **OK button**

Closes the station log window.

System messages:
The station log will also report some system-generated messages. Here is a short list and explanation:

1. “Moviejay start" – shows date and time of program startup.
2. "Moviejay shutdown" – shows date and time of program shutdown.
3. “Warning! File not found: <file details>” – during playlist execution Moviejay has attemped to load an item but the corresponding video file has not been found on disk and so the playlist has jumped to the next item.
4. “Warning! Wrong video track length: <video track details>" – Points out that the track length is different from the value stored in the database (please note that in such case Moviejay updates the mix-out marker so that the video track plays entirely).
5. "Warning! Invalid playlist " – You’ve tried to load (manually or from scheduling) an invalid playlist (empty playlist or without any valid item).
6. "Live Assist operation" – From the on-air module, somebody has switched from automation mode to live assist mode (i.e. removed the playlist in the queue).
7. Messages about playlist loading also indicate the loading mode: Replace = playlist loads in replace mode, Insert = playlist loads in insert mode, Manual = playlist has been loaded manually, Scheduled = playlist has been loaded from schedule, Triggered = playlist has been loaded by external trigger, Startup = playlist has been loaded at program startup.

The database utilities module



Moviejay software package includes a small additional module to implement some database setup and service routines. This is a separate executable which can be launched from Window Start menu.

Warning!!! You must close Moviejay before executing the database utilities module.

This module is engineered as a “wizard” to guide you throughout the procedures. The main page allows to select the desired feature.

- **Compact and repair the database**

Should you experience database related error messages, or you have noticed that the database related features become slower, this features allows to perform a routine procedure to compact and repair the database. To proceed, just press the “Regenerate” button: it will be automatically grayed and will enabled again when done.

- **Start Moviejay with empty playlist**

When a playlist is loaded into Moviejay on-air screen in loop mode, the same playlist will be automatically resumed each time Moviejay is started. This works fine provided that clips included in the playlist can be found on Hard Disk, otherwise Moviejay will loop forever attempting to load not existing files (in the event that somebody deleted or moved such clips). If this is the case, you can use this feature to start Moviejay with an empty playlist, and then proceed to edit your databases according to the new file paths.

- **Purge event logs**

During program execution, all events (tracks broadcasting, playlist loading and unloading, system messages, etc.) are logged and timestamped to monthly log files. Log tables will appear into a dedicated box as log2007_5 for May, 2007 – and so on. Should you wish to delete old logs which you don't need anymore, select one or more items from the list (click while holding down Ctrl or Shift), then press the Delete button.

Notes on safety

We sure know how much important is the reliability of an automation system. Therefore, it's both your and our interest that the minor problems that may arise in the normal use will be solved in the better way and in the shortest possible time. To such purpose, it is of fundamental importance that users pay attention to some small details:

Periodically backup all your data (database and video tracks):
Moviejay database is located into an MDB (Microsoft Access dabatase) located in the software setup folder c:\program files\moviejay\moviejay1.mdb. The database contains all the informations related to playlists, programmes, scheduling, logs, etc. Being subjected to thousands and thousands of transactions (and users' mistakes) during normal use, it is possible that after sometime files may be damaged with loss of data, or you may have simply deleted your programmes database by accident.
The time needed to perform a backup is ridiculous if compared to the time you wold need to insert again all your data in the database: thus, periodically and/or when you've added/modified a good bunch of data:

- Close Moviejay
- Backup the whole c:\program files\moviejay folder (preferably on another Hard Disk or on CD-ROM) and timestamp your backup.

Likewise, we suggest to maintain an updated backup of your video clips on a secondary Hard Disk or off-line storage (DVDs).
In such way, also in case of total breakdown of the on-air workstation (i.e. Hard Disk failure), restoring back your system into business is as simple as:

- Reinstall Windows
- Reinstall Moviejay
- Restore video files and Moviejay installation folder from your backup copies.

Have a secondary workstation ready to replace the main one:
The purpose is to have a secondary identical workstation ready to replace the main one in case of failure until the problem on the latter is fixed. In such way, it is enough to periodically effect the copies of the data from the main workstation to the backup one. In case of need, you'll just have to move the dongle (hardware key) and perform some basic changes to the setup to return on the air within a few minutes. Of course, it is also possible to use the production workstation for this purpose.

When a problem arises:

- Always take note of the error messages that appear in the dialog box at the center of the screen and/or in the place of your station logo.
- Try to remember the last performed tasks that may have have triggered the error. Is the error repeatable?
- Don't panic: once you've taken the above precautions and you can rely on a backup system, you have really nothing to fear.
- Remember, also the most meaningless details could be decisive to point out the problem.

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MOVIEJAY SOFTWARE END USER LICENCE AGREEMENT
FOR 1 (ONE) COMPUTER

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